

Exhibit B to the Complaint

**U.S. Patent No. 9,300,723 v. Activision Publishing, Inc.
Claims 22, 24, 29, 30.**

Exhibit B to the Complaint

1. Claim Chart


Claim	Analysis
<p>[22.P] A method of transferring a media file from a wireless mobile device to a media system over a communication network, the media system including a security measure, comprising:</p>	<p>Activision Publishing, Inc. (“Company”) performs and/or induces others to perform a method of transferring a media file from a wireless mobile device to a media system over a communication network, the media system including a security measure.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, the Company provides Call of Duty: Modern Warfare III, an internet-based game featuring Voice Chat in which the player and his friends communicate with each other. Call of Duty: Modern Warfare III is accessible on both PC and laptop, with the game installed on both the player's PC or laptop (“media system”) and his friend’s PC or laptop (“wireless mobile device”). The player’s PC or laptop receives voice chats (“media file”) from his friend’s PC or laptop through a network connection (“communication network”). To communicate through voice chat, both the player and his friend need to log in (“security measure”) to the Call of Duty account.</p> <div data-bbox="436 846 1848 1344">  <p>The image shows the Call of Duty: Modern Warfare III logo on the left, which consists of the words 'CALL OF DUTY' in a small font above 'MODERN WARFARE' in a large, bold, white sans-serif font, with three vertical red bars below it. To the right of the logo is a close-up of a soldier's face, wearing a helmet and tactical gear, with a red-tinted background.</p> </div> <p>Source: https://www.callofduty.com/</p>

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The following system specifications for *Call of Duty®: Modern Warfare® III* refer to desktop PCs. While some laptop PCs use graphics cards that align with the requirements below, they can be different models and are therefore not supported. Be sure to reference your PC owner's manual if you are unsure about your PC's specifications.

All specifications below require a broadband internet connection and DirectX 12 compatibility.

Specs are valid for product at launch and may be updated in the future. Additional storage space may be required for mandatory game updates.

Source: <https://support.activision.com/modern-warfare-iii/articles/pc-system-requirements-for-modern-warfare-iii>

Moving over in the navigation panel is a tab called Channels. This is another social tool that you and your friends can use to access and manage your party and other Social channels you may wish to create and keep track of the players you game with.

Select the Party Channel to invite players to your party and change the party settings. You can have up to 32 players in your party and maintain a voice channel for everyone to socialize in while you play. This party does not mean that you can all play together at once, but you can at least continue chatting with each other.

Source: <https://www.callofduty.com/guides/getting-started/call-of-duty-modern-warfare-iii-play-guides-getting-started-guide>

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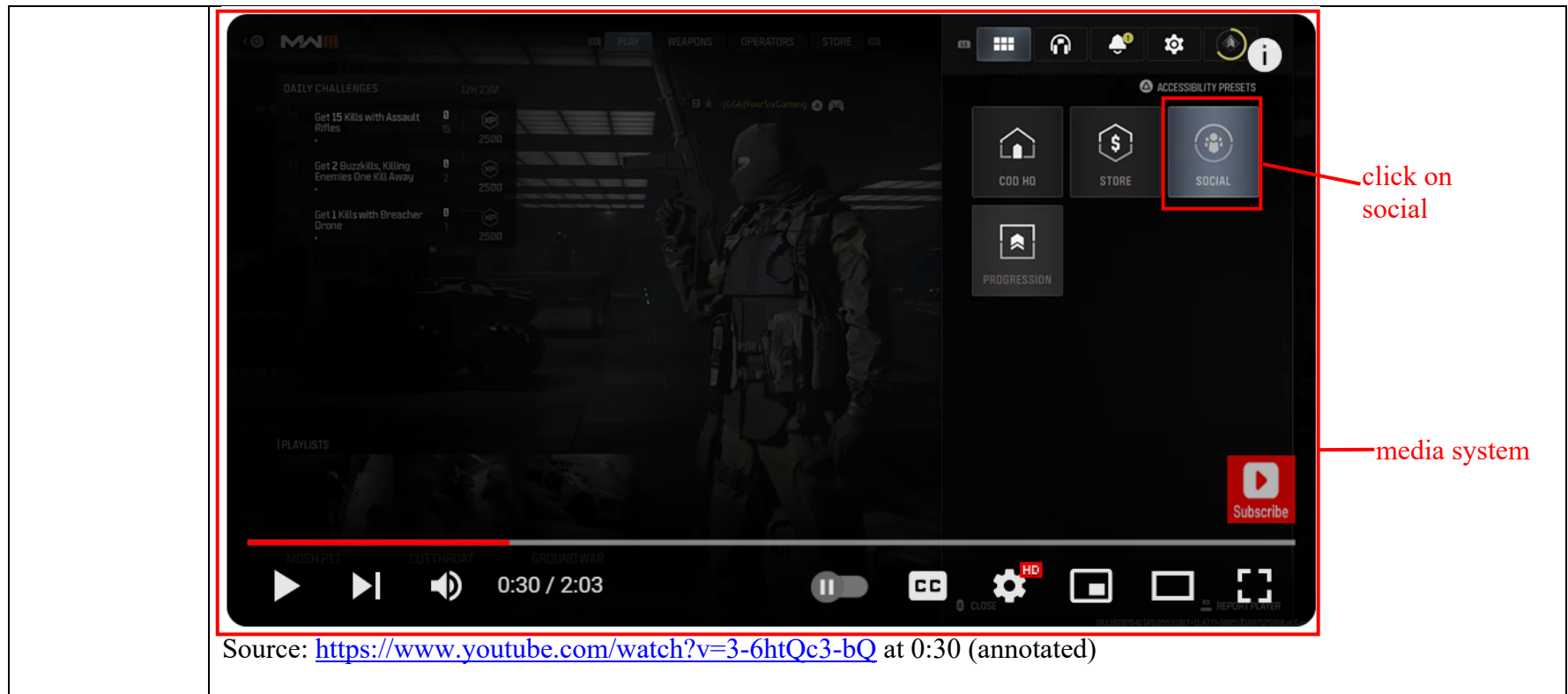
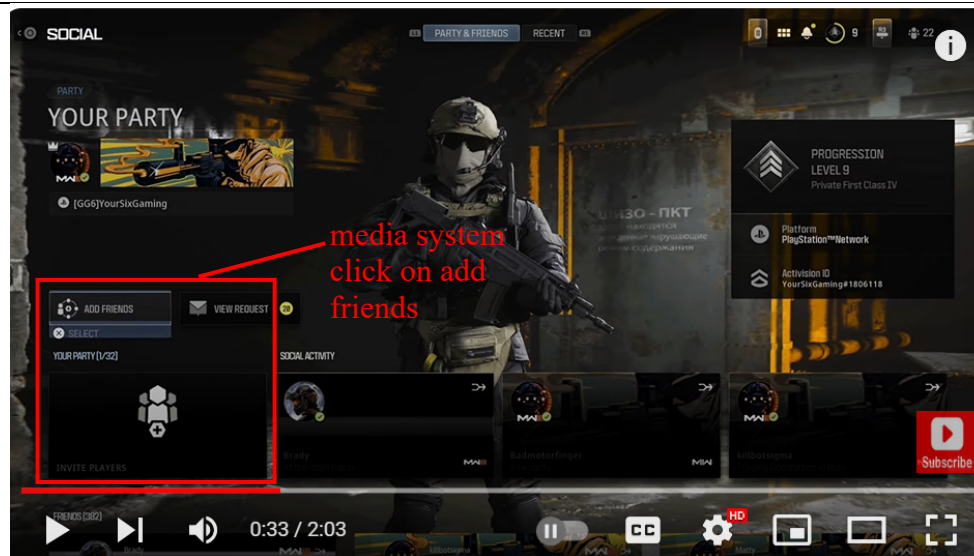
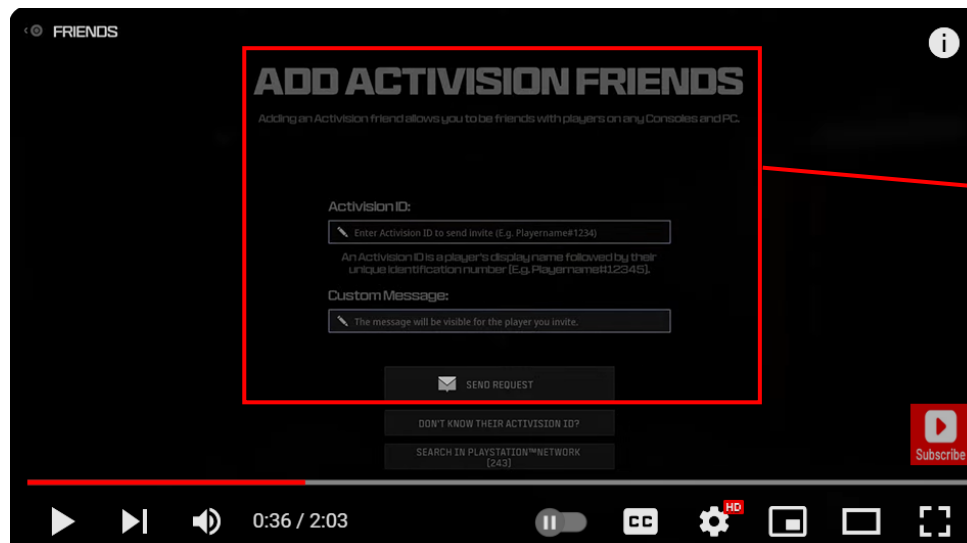


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Source: <https://www.youtube.com/watch?v=3-6htQc3-bQ> at 0:33 (annotated)



Source: <https://www.youtube.com/watch?v=3-6htQc3-bQ> at 0:36 (annotated)

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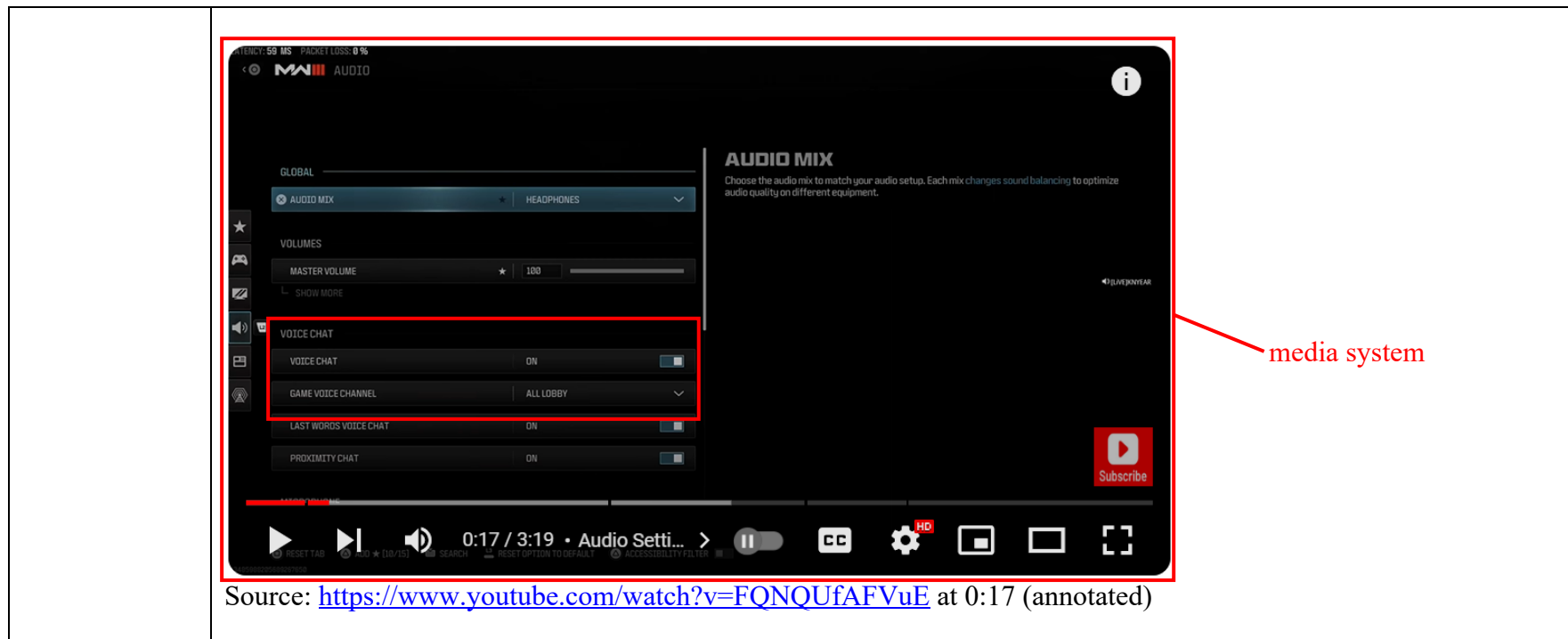
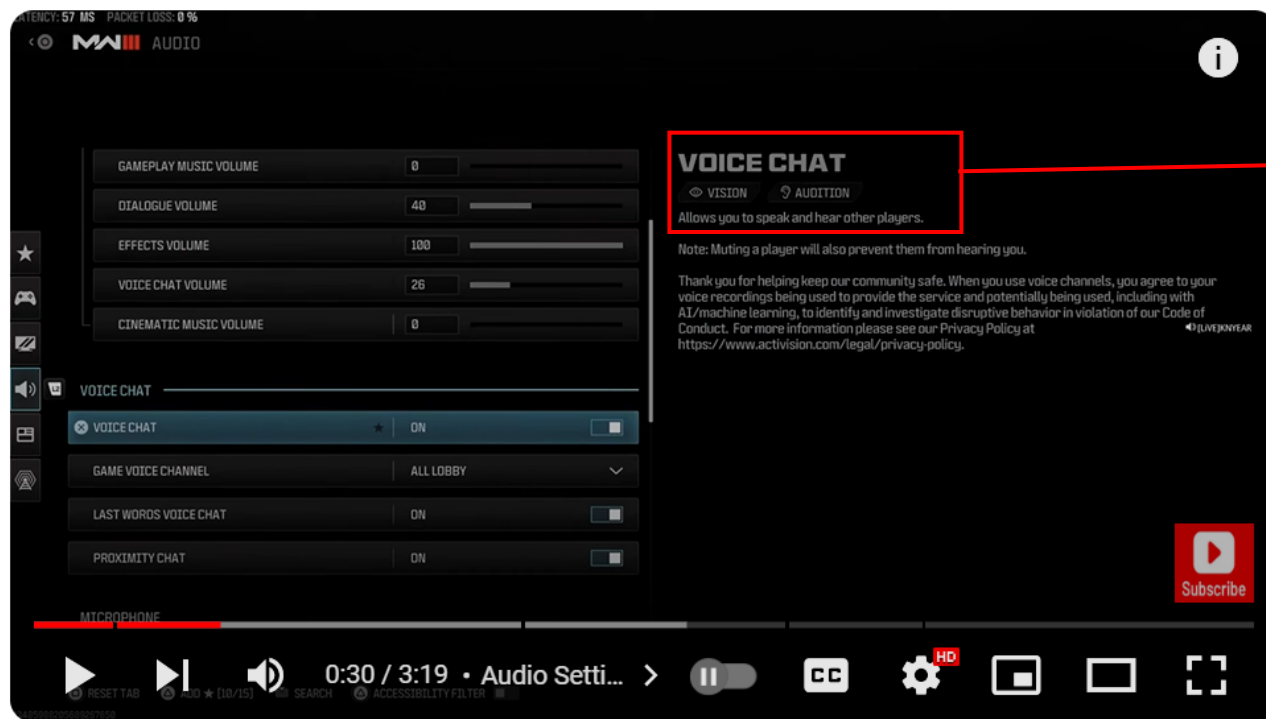


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If you're having trouble connecting to *Call of Duty: Modern Warfare III*, you should first check ***Call of Duty: Modern Warfare III Server Status***.

If the status indicator for your platform is not green or an alert is present, you might encounter connectivity issues until service is restored and fully operational.

However, if the status indicator is green and no alerts are posted, several other factors could be affecting the quality of your connection.

We strongly recommend using a wired Ethernet connection during online gameplay. A wired connection will allow your system to achieve optimal performance when playing an online game. Wi-Fi connections have a wide variance in reliability and bandwidth, and can dramatically affect the quality of online gameplay. Wired Ethernet connections will maintain the minimum bandwidth connection that is required for online gaming.

Source: <https://support.activision.com/modern-warfare-iii/articles/connecting-to-modern-warfare-iii>

The following tests require you to log in to the router on your home network to troubleshoot your network. You will need your router's login credentials to proceed. If you do not know your router's login credentials, you will need to contact your Internet Service Provider.

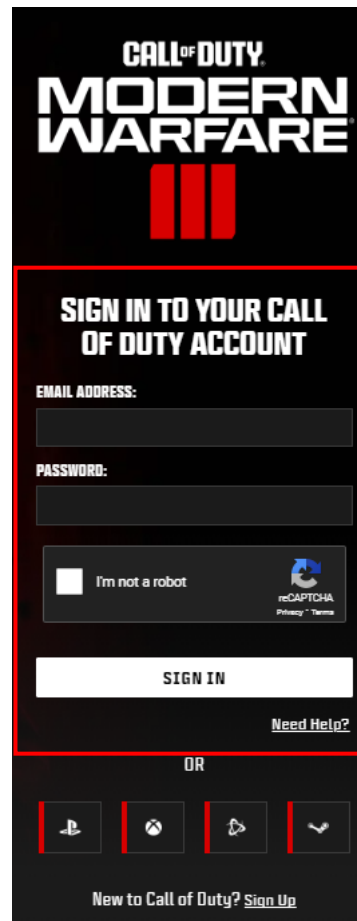
These tests refer to options that are typically found in a router's menu. If you cannot find what you're looking for, please refer to your router's manual.

You may not need to perform all of these tests, so be sure to test the game after attempting each one.

If you are on an institutional (school), corporate, or another shared network, please refer to your network administrator for further assistance.

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security
measure of
media system

Source:

<https://profile.callofduty.com/cod/login?redirectUrl=https%3A%2F%2Fwww.callofduty.com%2F&promo=jpt>
(annotated)

Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.

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<p>[22.1] disposing the media system in an accessible relation to at least one interactive computer network that has a wireless range structured to permit authorized access to said at least one interactive computer network, wherein the wireless mobile device within said wireless range, wherein said wireless mobile device is detectable by said media system,</p>	<p>Company performs and/or induces others to perform the step of disposing the media system in an accessible relation to at least one interactive computer network that has a wireless range structured to permit authorized access to said at least one interactive computer network, wherein the wireless mobile device within said wireless range, wherein said wireless mobile device is detectable by said media system.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, Call of Duty: Modern Warfare is accessible on both PC and laptop, with the game installed on the player's PC or laptop ("media system"). Players engage in communication with their friends through the Voice Chat feature. When a player utilizes Voice Chat, their voice chats are transmitted from their PC or laptop to the friend's PC or laptop via a wireless internet connection ("interactive computer network"). Given that players need to connect to a wireless internet connection for both playing the game and engaging in voice chat communication, it is apparent that the player's PC or laptop maintains an accessible relationship with the interactive computer network.</p> <p>Further, the player logs in to the router by entering its login credentials ("authorized access") on its PC or laptop for establishing a wireless internet connection ("interactive computer network"). As wireless routers inherently possess a specified range, therefore, it is apparent to a person having ordinary skill in the art that a wireless range is structured to permit authorized access to at least one interactive computer network.</p> <p>Furthermore, the player adds his friends to his friend list so that he can communicate with them through voice chat. Subsequently, during gameplay, the friend's PC or laptop ("wireless mobile device") transmits voice chats to the player's PC or laptop ("media system") through the established wireless internet connection. Given that wireless routers have a defined range and the player's PC or laptop connects to it before initiating an internet connection, it follows that the player's PC or laptop communicates with its friend's PC or laptop. Therefore, upon information and belief, the friend's PC or laptop is disposed within said wireless range and it is detectable by the player's PC or laptop.</p>
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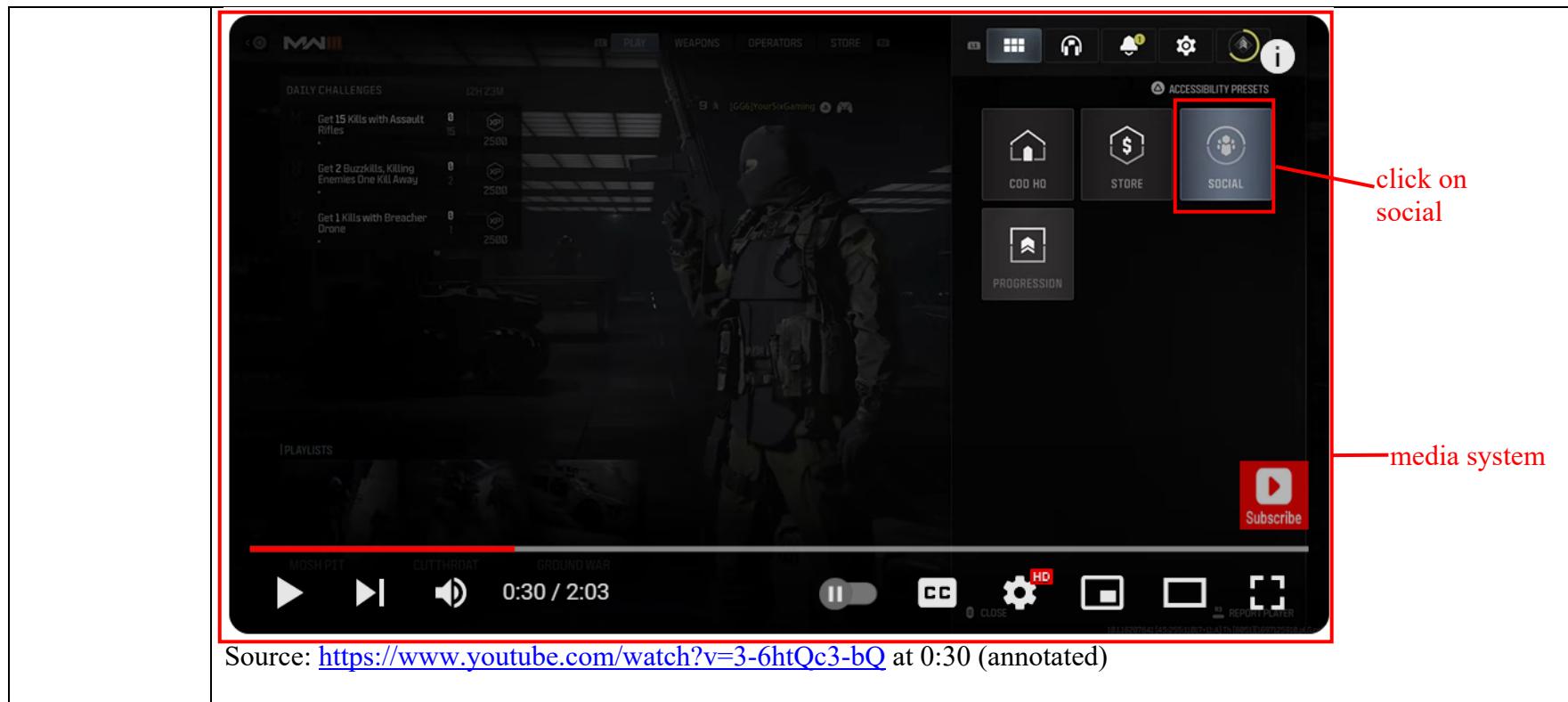
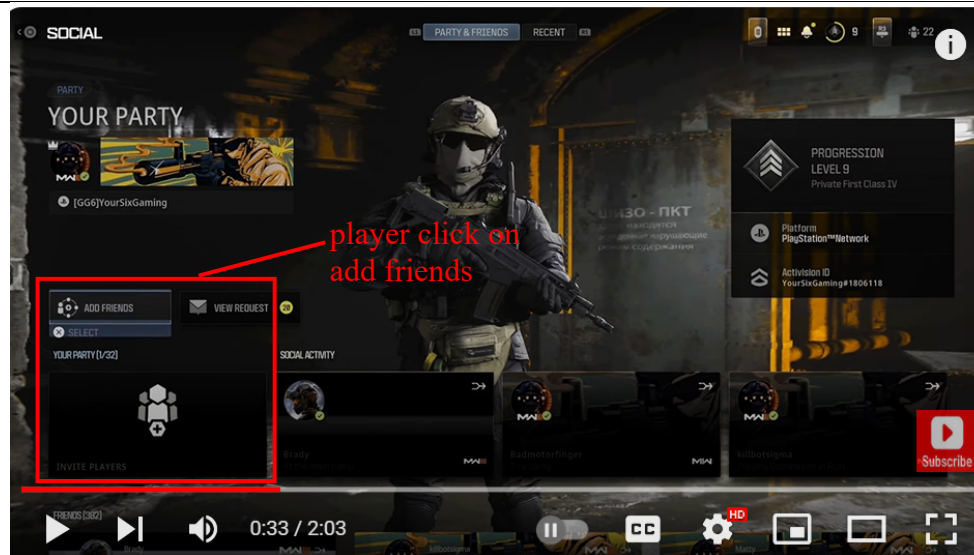
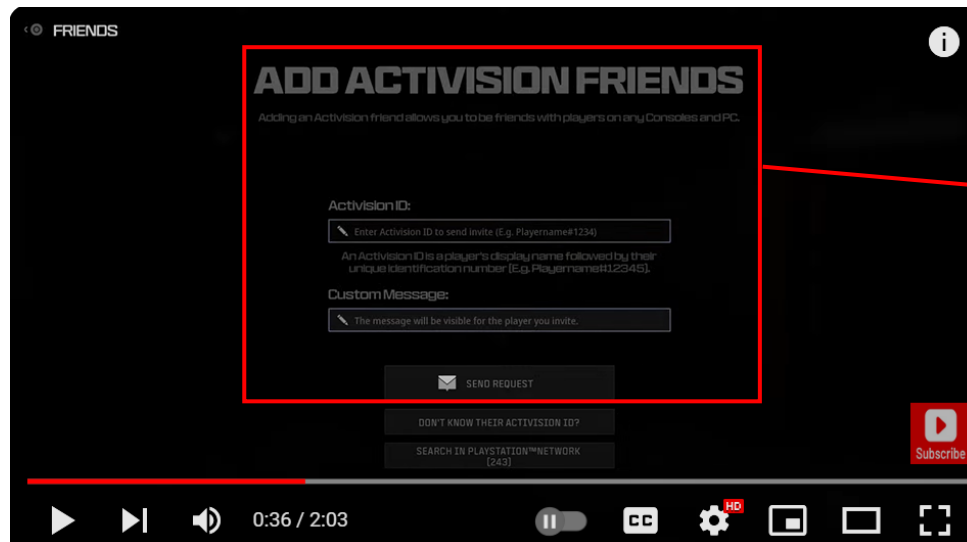


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We strongly recommend using a wired Ethernet connection during online gameplay. A wired connection will allow your system to achieve optimal performance when playing an online game. Wi-Fi connections have a wide variance in reliability and bandwidth, and can dramatically affect the quality of online gameplay. Wired Ethernet connections will maintain the minimum bandwidth connection that is required for online gaming.

interactive
computer
network

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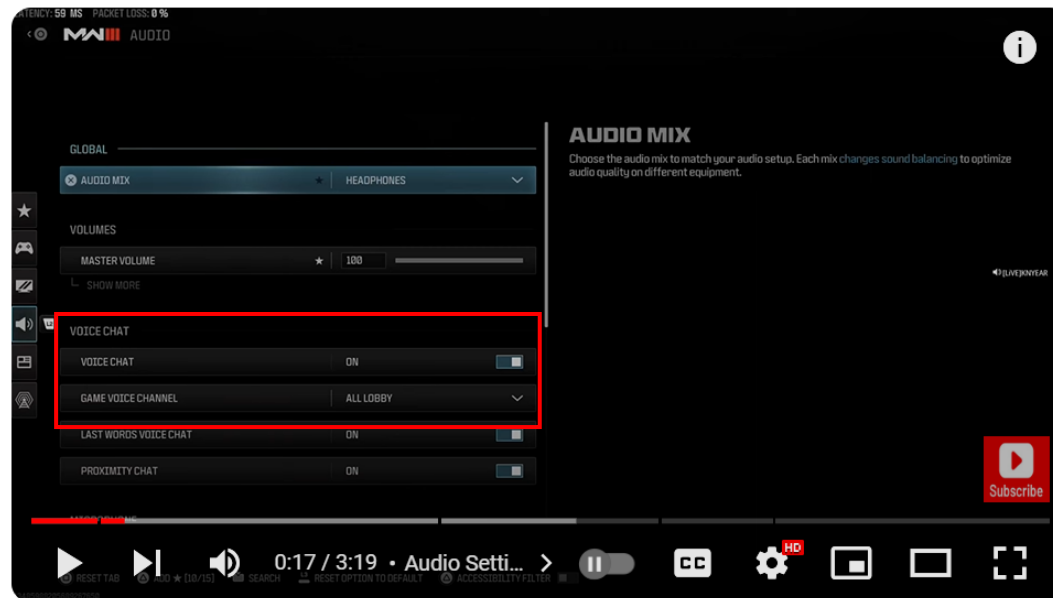
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Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 0:17

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	Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.
[22.2] initially disposing at least one digital media file on the wireless mobile device, said media system being structured to detect said wireless mobile device disposed within said wireless range,	<p>Company performs and/or induces others to perform the step of initially disposing at least one digital media file on the wireless mobile device, said media system being structured to detect said wireless mobile device disposed within said wireless range.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, both player's PC or laptop and his friend's PC or laptop communicate with each other using voice chat. The friend's PC or laptop ("wireless mobile device") records ("initially disposed") the voice chats ("digital media file"). Therefore, it would be apparent to a person having ordinary skill in the art that the player's PC or laptop ("media system") is structured to detect its friend's PC or laptop ("wireless mobile device"). Since, both player and his friend's PC or laptop devices are connected to the wireless router having a defined range therefore, upon information and belief, the friend's PC or laptop is disposed within said wireless range.</p> <div data-bbox="426 787 1470 1386"> </div> <p>Source: https://www.youtube.com/watch?v=FQNQUfAFVuE at 1:26 (annotated)</p>

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❶ 2. How does Call of Duty's voice chat moderation work?

Voice Chat Moderation is managed and operated by Activision and uses the AI-powered model ToxMod from Modulate. This system is integrated into select *Call of Duty* titles (see below) and is managed by Activision. Voice chat is monitored and recorded to identify and investigate disruptive behavior in violation of the *Call of Duty* **Code of Conduct**.

Call of Duty's Voice Chat Moderation system is focused on detecting harm within voice chat versus specific keywords. Violations of the *Call of Duty* Code of Conduct are subject to account enforcement.

Source: <https://support.activision.com/articles/call-of-duty-voice-chat-moderation>

One can only hope that the ToxMod rollout is successful and doesn't result in unfair bans that many *Call of Duty* players have experienced. Speaking about ToxMod, Activision chief technology officer Michael Vance says "This is a critical step forward to creating and maintaining a fun, fair and welcoming experience for all players." It is clear that Activision is taking toxicity on its servers very seriously, so while there may be some early teething problems with the new system, some cautious optimism may be in order.

Source: <https://gamerant.com/call-of-duty-modern-warfare-3-ai-voice-chat-moderation/>

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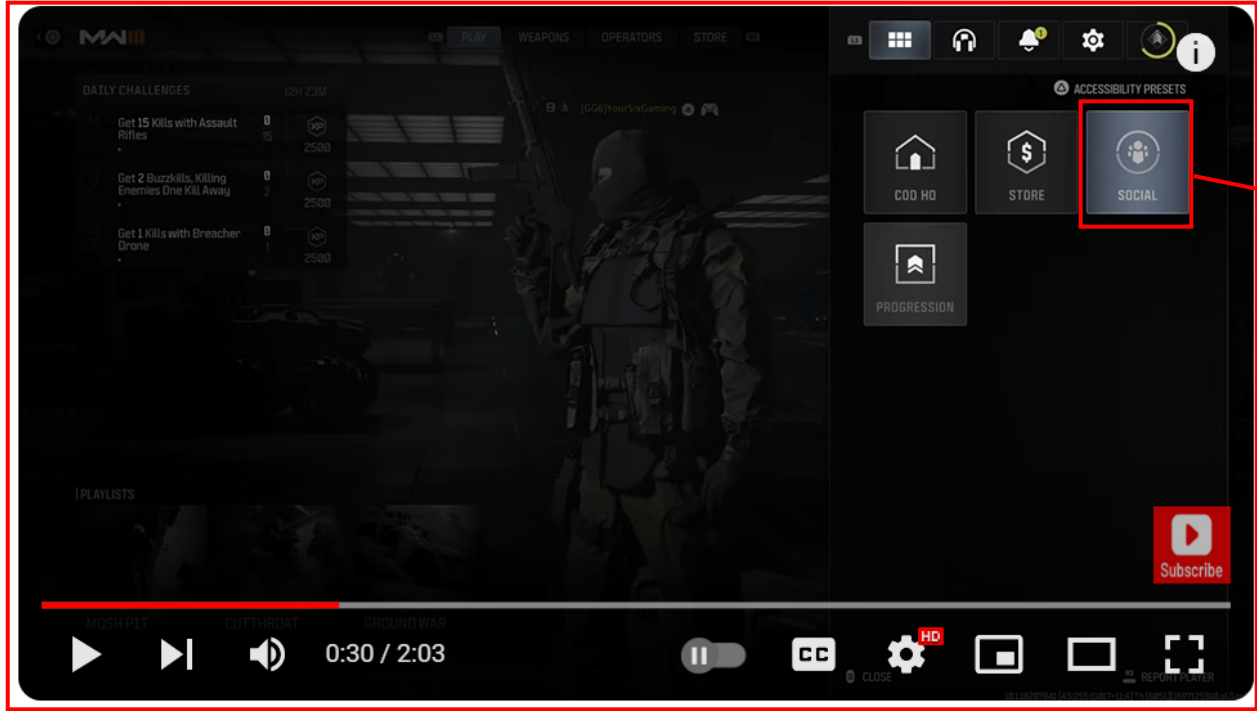
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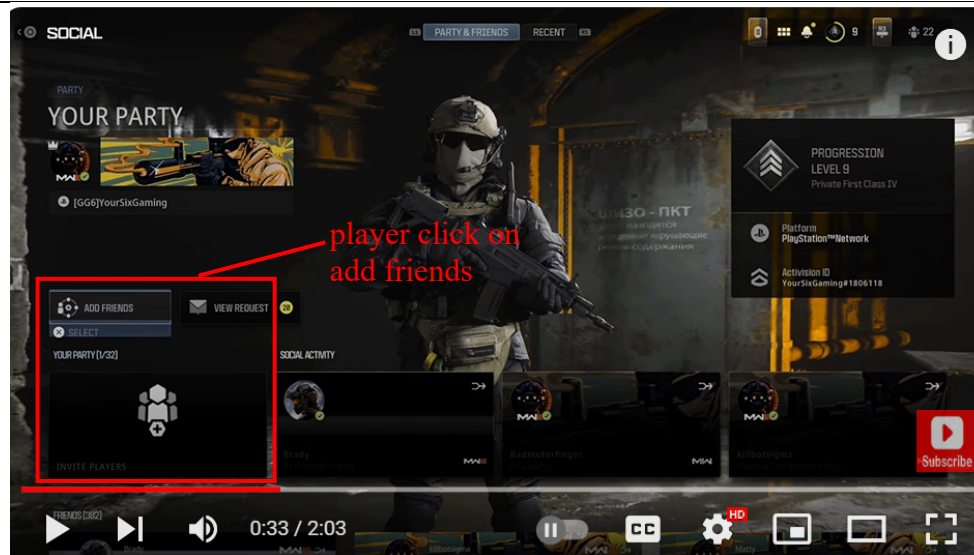
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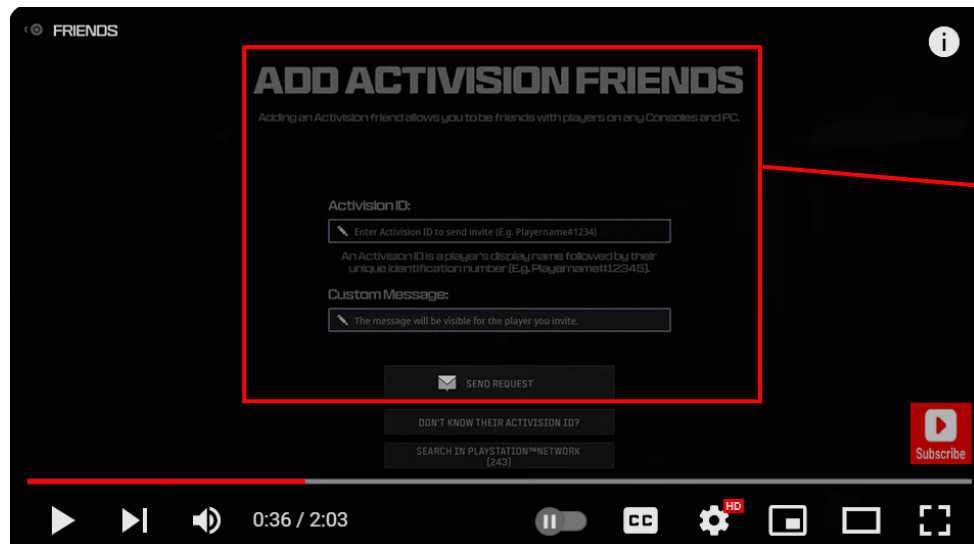
The screenshot displays the Call of Duty: Warzone main menu. On the left, there are 'DAILY CHALLENGES' and a 'PLAYLISTS' section. The center features a large image of a soldier in tactical gear. On the right, there are buttons for 'COD HQ', 'STORE', 'SOCIAL', and 'PROGRESSION'. The 'SOCIAL' button is highlighted with a red box, and a red arrow points to it with the text 'click on social'. At the bottom right, there is a red 'Subscribe' button. The video player controls at the bottom show the video is at 0:30 / 2:03. A red arrow points to the bottom right corner of the video player with the text 'media system'.

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	Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.
[22.3] structuring a communication link to dispose said media system and said wireless mobile device in a communicative relation with one another via said at least one interactive computer network,	<p>Company performs and/or induces others to perform the step of structuring a communication link to dispose said media system and said wireless mobile device in a communicative relation with one another via said at least one interactive computer network.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, once connected to the wireless internet, the player initiates the login process to their Activision account using their PC or laptop ("media system"). This involves entering login credentials such as email and password through the wireless internet connection ("one interactive computer network"). Further, the player adds his friend so that he can communicate with them through voice chat. Consequently, this procedure establishes a communication channel ("structuring a communication link") between the player's PC or laptop and the friend's PC or laptop ("wireless mobile device").</p>

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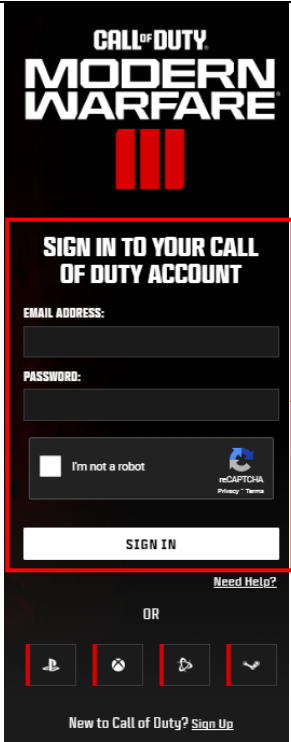
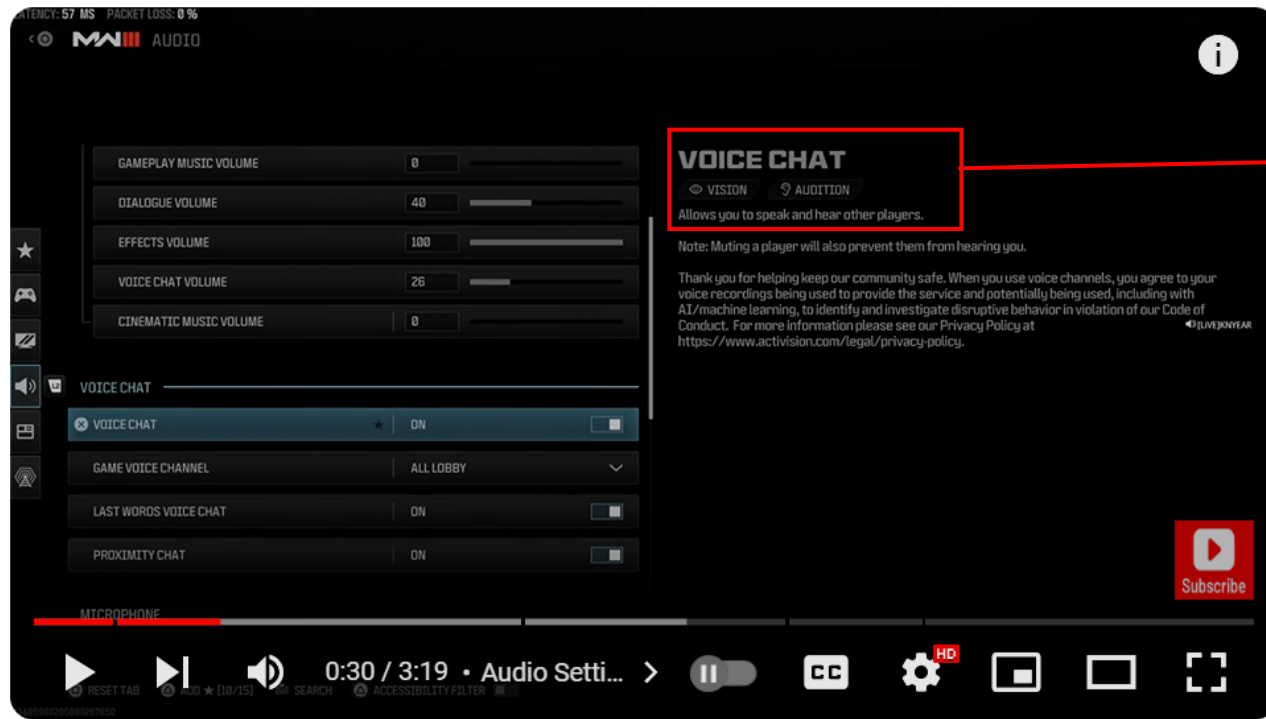
	 <p>The image shows the login screen for Call of Duty Modern Warfare III. At the top, the game title 'CALL OF DUTY MODERN WARFARE III' is displayed in white and red. Below this, a red rectangular box highlights the login section, which includes the text 'SIGN IN TO YOUR CALL OF DUTY ACCOUNT', an 'EMAIL ADDRESS:' label with a text input field, a 'PASSWORD:' label with a text input field, an 'I'm not a robot' checkbox with a reCAPTCHA logo, and a 'SIGN IN' button. Below the red box, there is an 'OR' separator, social media login icons for PlayStation, Xbox, Steam, and Epic Games, and a link for 'New to Call of Duty? Sign Up'. A red arrow points from the right side of the red box to the text 'player login to player's platform'.</p>	<p>player login to player's platform</p>
<p>Source: https://profile.callofduty.com/cod/login?redirectUrl=https%3A%2F%2Fwww.callofduty.com%2F&promo=jpt (annotated)</p>		

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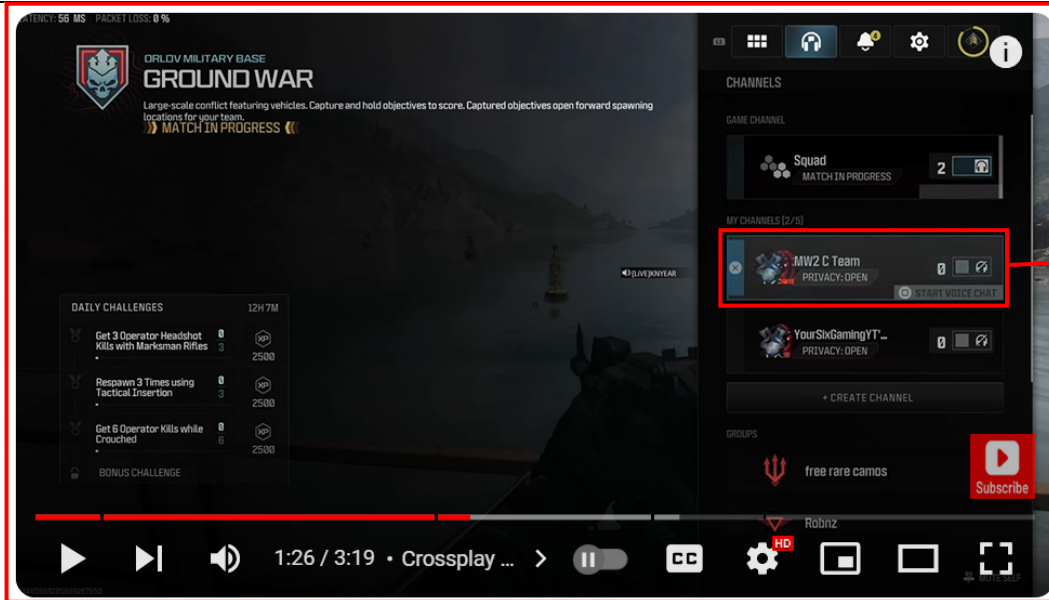
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wireless
mobile
device
sends media
file

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Select the Party Channel to invite players to your party and change the party settings. You can have up to 32 players in your party and maintain a voice channel for everyone to socialize in while you play. This party does not mean that you can all play together at once, but you can at least continue chatting with each other.

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	<p>If you're having trouble connecting to <i>Call of Duty: Modern Warfare III</i>, you should first check <u><i>Call of Duty: Modern Warfare III Server Status</i></u>.</p> <p>If the status indicator for your platform is not green or an alert is present, you might encounter connectivity issues until service is restored and fully operational.</p> <p>However, if the status indicator is green and no alerts are posted, several other factors could be affecting the quality of your connection.</p> <div data-bbox="445 609 1728 911" style="background-color: #4682B4; color: white; padding: 10px; border: 1px solid red;"> <p><i>We strongly recommend using a wired Ethernet connection during online gameplay. A wired connection will allow your system to achieve optimal performance when playing an online game. Wi-Fi connections have a wide variance in reliability and bandwidth, and can dramatically affect the quality of online gameplay. Wired Ethernet connections will maintain the minimum bandwidth connection that is required for online gaming.</i></p> </div> <p>Source: https://support.activision.com/modern-warfare-iii/articles/connecting-to-modern-warfare-iii</p> <p>Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.</p>
[22.4] initiating said communication link by said media system,	<p>Company performs and/or induces others to perform the step of initiating said communication link by said media system.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, the player adds its friend so that he can communicate with them through voice chat. Consequently, this procedure establishes a communication channel between the player's PC or laptop and the friend's PC or laptop ("initiating said communication link by said media system").</p>

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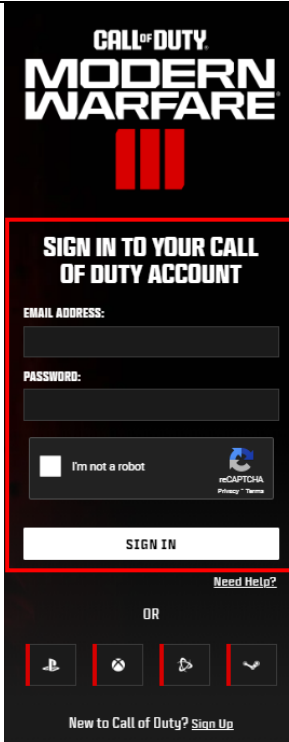




	<div data-bbox="428 238 714 976"><p>CALL OF DUTY MODERN WARFARE III</p><p>SIGN IN TO YOUR CALL OF DUTY ACCOUNT</p><p>EMAIL ADDRESS: <input type="text"/></p><p>PASSWORD: <input type="password"/></p><p><input type="checkbox"/> I'm not a robot </p><p>SIGN IN</p><p>Need Help?</p><p>OR</p><p>   </p><p>New to Call of Duty? Sign Up</p></div> <div data-bbox="865 724 1068 834">player login to player's platform</div> <p>Source: https://profile.callofduty.com/cod/login?redirectUrl=https%3A%2F%2Fwww.callofduty.com%2F&promo=jpt (annotated)</p>
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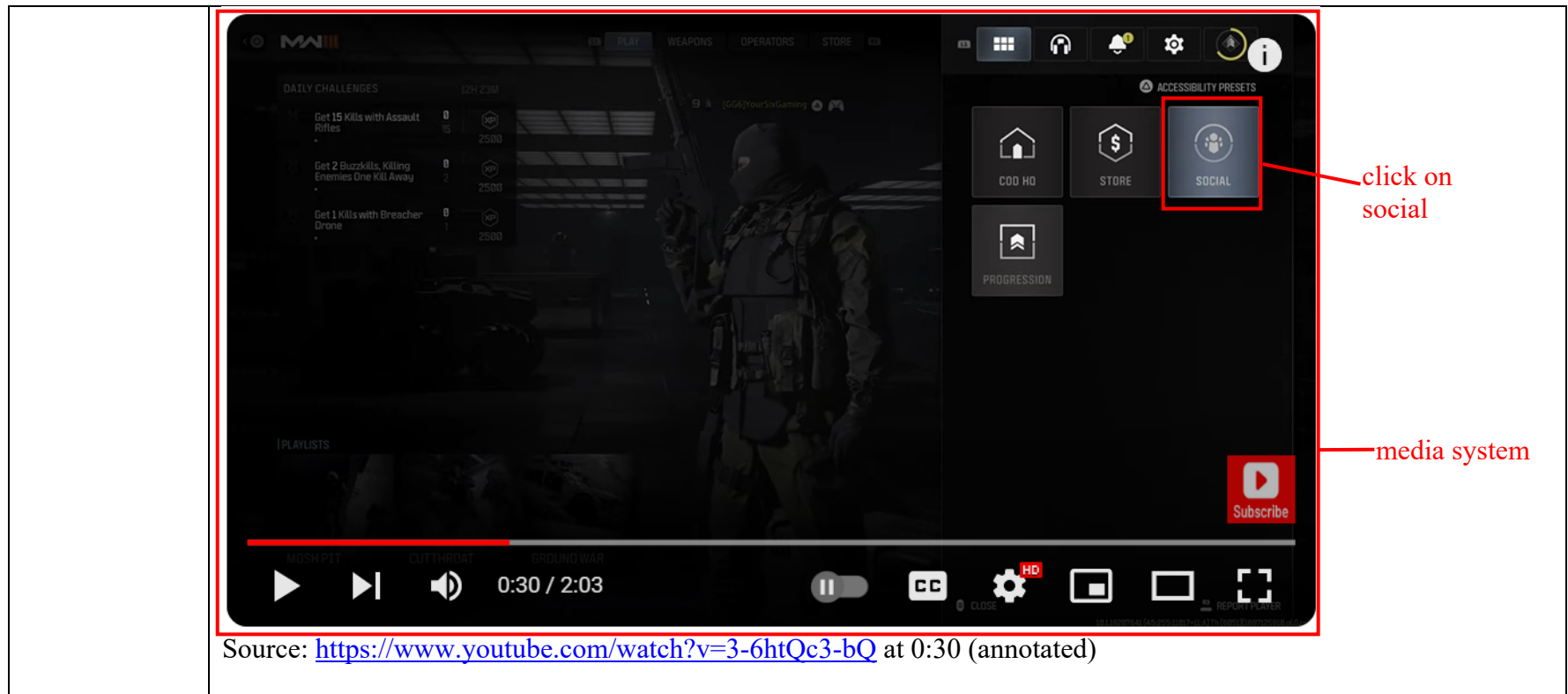
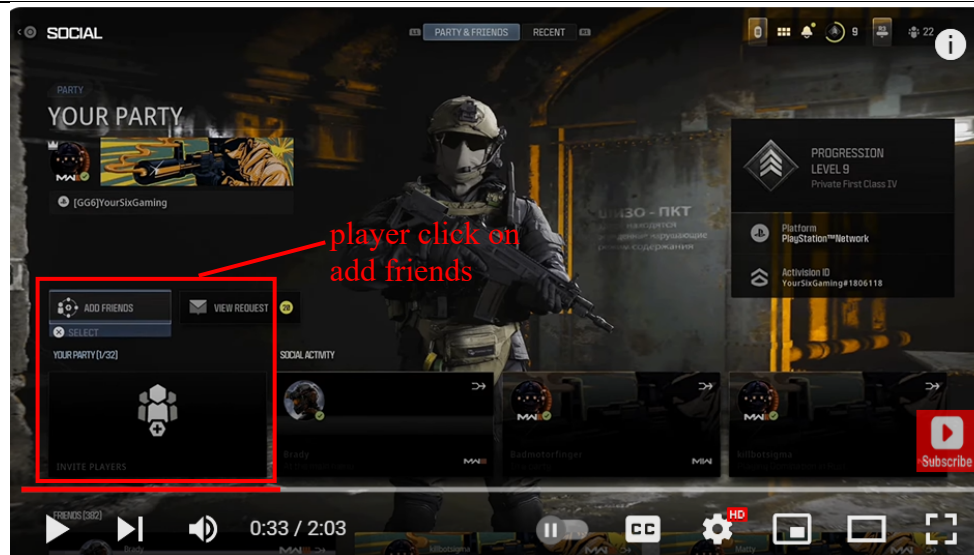
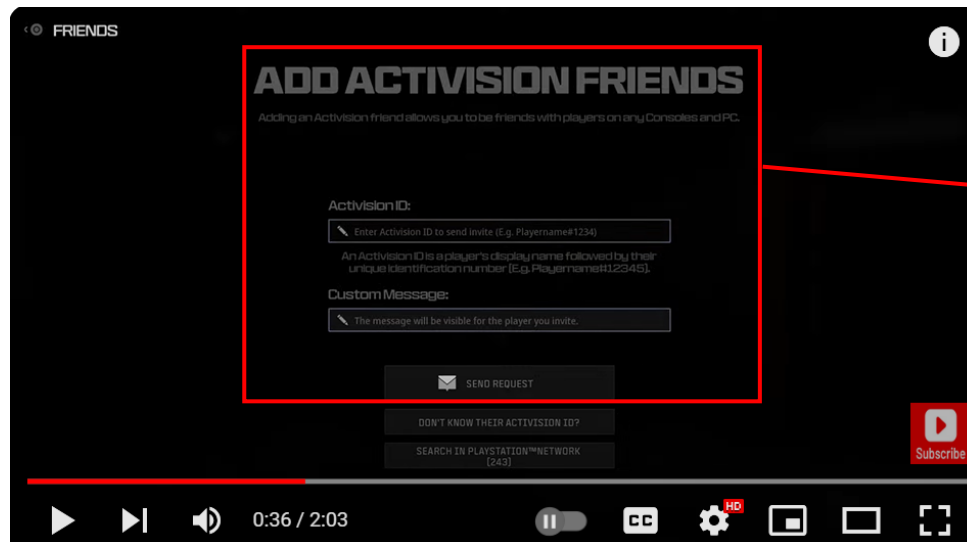


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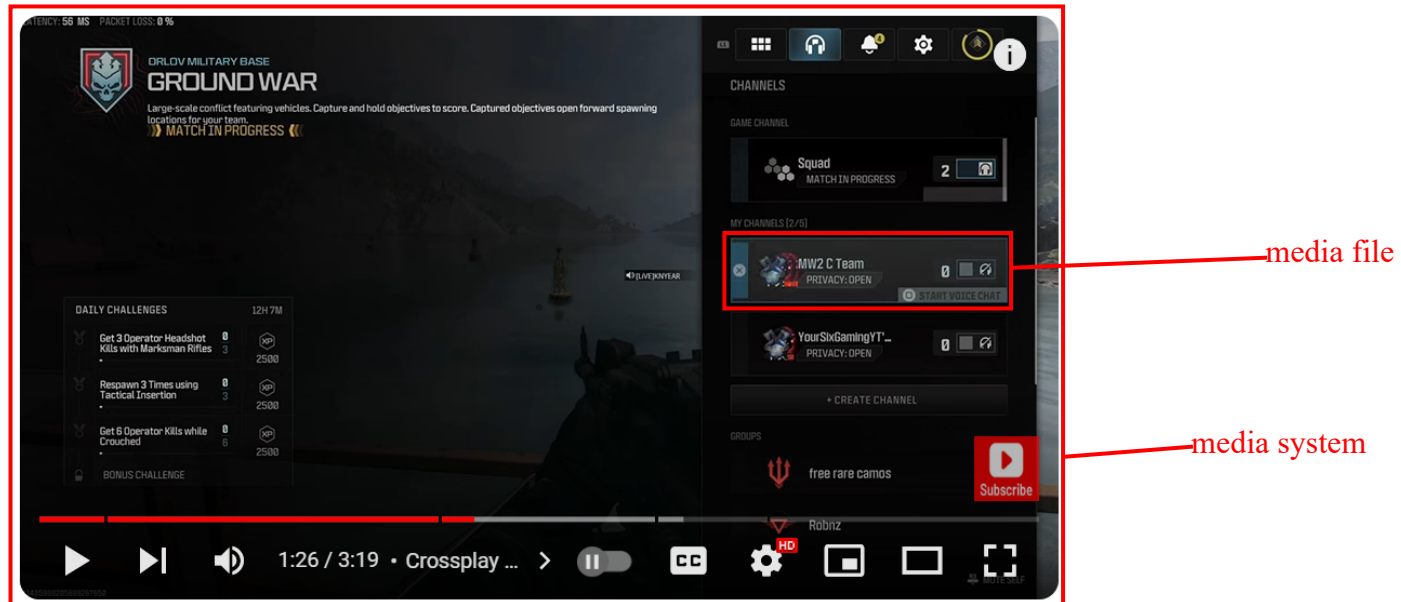


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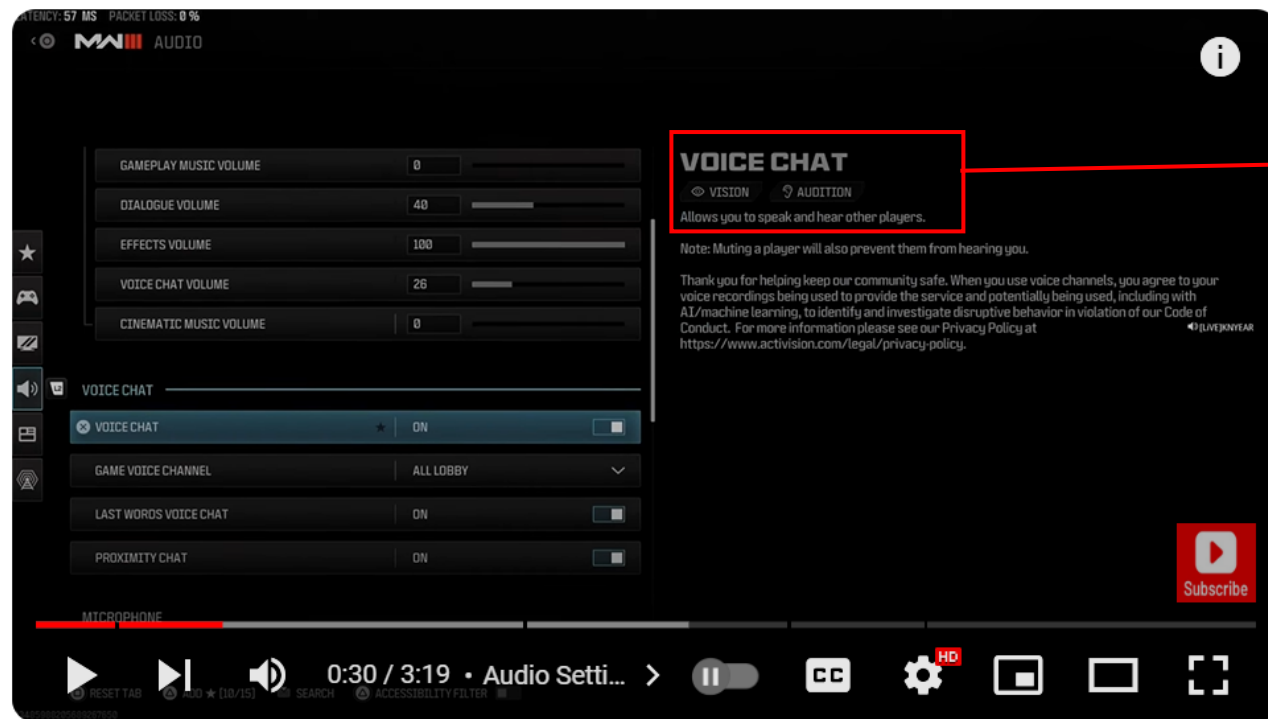
	<p>The following system specifications for <i>Call of Duty®: Modern Warfare® III</i> refer to desktop PCs. While some laptop PCs use graphics cards that align with the requirements below, they can be different models and are therefore not supported. Be sure to reference your PC owner's manual if you are unsure about your PC's specifications.</p> <p>All specifications below require a broadband internet connection and DirectX 12 compatibility.</p> <p>Specs are valid for product at launch and may be updated in the future. Additional storage space may be required for mandatory game updates.</p> <p>Source: https://support.activision.com/modern-warfare-iii/articles/pc-system-requirements-for-modern-warfare-iii (annotated)</p> <p>Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.</p>
<p>[22.5] transmitting by said wireless mobile device to the media system said at least one digital media file therebetween via said communication link, and</p>	<p>Company performs and/or induces others to perform the step of transmitting by said wireless mobile device to the media system said at least one digital media file therebetween via said communication link.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, both the player and his friend communicate with each other using voice chat during gameplay. The friend's PC or laptop ("wireless mobile device") sends the voice chat ("digital media file") to the player's PC or laptop ("media system").</p>

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Moving over in the navigation panel is a tab called Channels. This is another social tool that you and your friends can use to access and manage your party and other Social channels you may wish to create and keep track of the players you game with.

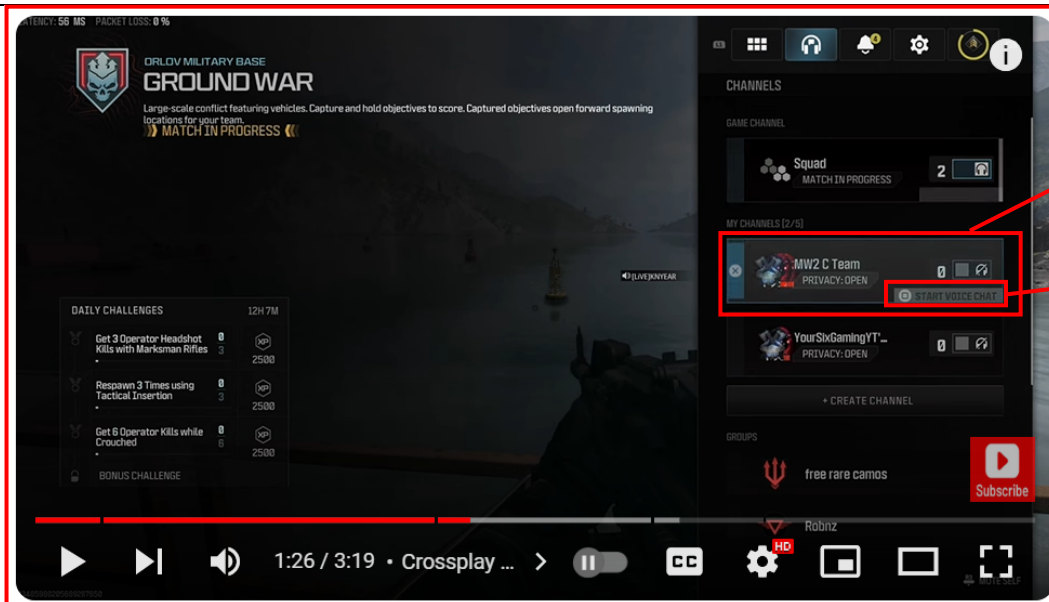
Select the Party Channel to invite players to your party and change the party settings. You can have up to 32 players in your party and maintain a voice channel for everyone to socialize in while you play. This party does not mean that you can all play together at once, but you can at least continue chatting with each other.

Source: <https://www.callofduty.com/guides/getting-started/call-of-duty-modern-warfare-iii-play-guides-getting-started-guide>



Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 0:30 (annotated)

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wireless mobile device

digital media file

media system

Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 1:26 (annotated)

The following system specifications for *Call of Duty®: Modern Warfare® III* refer to desktop PCs. While some laptop PCs use graphics cards that align with the requirements below, they can be different models and are therefore not supported. Be sure to reference your PC owner's manual if you are unsure about your PC's specifications.

All specifications below require a broadband internet connection and DirectX 12 compatibility.

Specs are valid for product at launch and may be updated in the future. Additional storage space may be required for mandatory game updates.

Source: <https://support.activision.com/modern-warfare-iii/articles/pc-system-requirements-for-modern-warfare-iii>

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	<p>If you're having trouble connecting to <i>Call of Duty: Modern Warfare III</i>, you should first check <u><i>Call of Duty: Modern Warfare III Server Status</i></u>.</p> <p>If the status indicator for your platform is not green or an alert is present, you might encounter connectivity issues until service is restored and fully operational.</p> <p>However, if the status indicator is green and no alerts are posted, several other factors could be affecting the quality of your connection.</p> <div data-bbox="445 646 1728 946" style="background-color: #4682B4; color: white; padding: 10px; border: 1px solid red;"> <p><i>We strongly recommend using a wired Ethernet connection during online gameplay. A wired connection will allow your system to achieve optimal performance when playing an online game. Wi-Fi connections have a wide variance in reliability and bandwidth, and can dramatically affect the quality of online gameplay. Wired Ethernet connections will maintain the minimum bandwidth connection that is required for online gaming.</i></p> </div> <p>Source: https://support.activision.com/modern-warfare-iii/articles/connecting-to-modern-warfare-iii</p> <p>Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.</p>
[22.6] wherein said communication link is structured to bypass the security measure of the	<p>Company performs and/or induces others to perform the step of wherein said communication link is structured to bypass the security measure of the media system for a limited permissible use of the communication link by the wireless mobile device for only transferring the at least one digital media file to, and displaying the at least one digital media file on, the media system.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, the player's PC or laptop ("media system") and the friend's PC or laptop initially requires to enter login credentials such as username and a password ("security measure") for login into Activision server. The server does not</p>

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media system for a limited permissible use of the communication link by the wireless mobile device for only transferring the at least one digital media file to, and displaying the at least one digital media file on, the media system.	require both player and his friend to input the email and password ("security measure") every time they communicate. Instead, the email and password input are necessary during the initial connection process, and thereafter, both player and his friend's PC or laptop automatically exchanges data without requiring users to re-enter the email and password ("bypass at least one media terminal security measure"). Therefore, upon information and belief, the communication link is structured to bypass at least one media terminal security measure. Furthermore, the friend's PC or laptop utilizes the communication channel exclusively for transmitting the voice chats to the player's PC or laptop ("bypass the security measure of the media system for a limited permissible use of the communication link by the wireless mobile device for only transferring the at least one digital media file").
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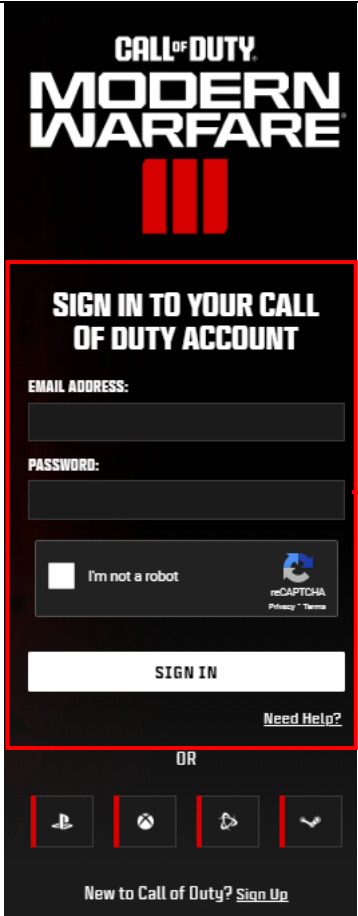
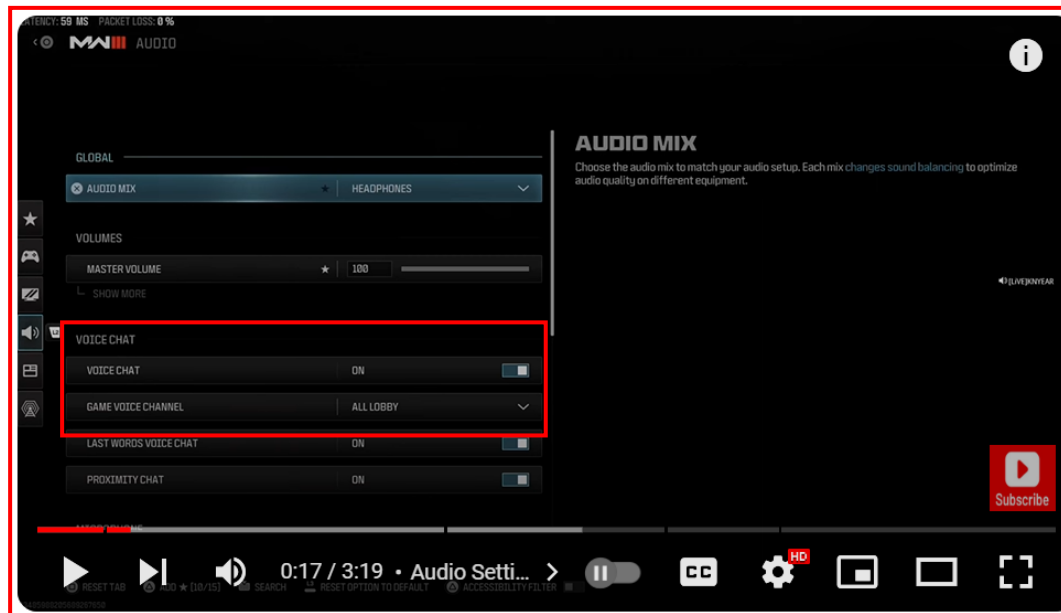
	<div data-bbox="428 238 783 1149"><p>The image shows the login page for Call of Duty Modern Warfare III. At the top is the game's logo. Below it, a red rectangular box highlights the login section, which includes fields for 'EMAIL ADDRESS' and 'PASSWORD', a reCAPTCHA checkbox labeled 'I'm not a robot', a 'SIGN IN' button, and a 'Need Help?' link. Below the red box, there is an 'OR' separator and four platform icons (PlayStation, Xbox, Steam, and a fourth icon). At the bottom of the login section is a link for 'New to Call of Duty? Sign Up'.</p></div> <div data-bbox="867 727 1056 834"><p>security measure of media system</p></div> <div data-bbox="428 1154 1843 1260"><p>Source: https://profile.callofduty.com/cod/login?redirectUrl=https%3A%2F%2Fwww.callofduty.com%2F&promo=jpt (annotated)</p></div>
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Moving over in the navigation panel is a tab called Channels. This is another social tool that you and your friends can use to access and manage your party and other Social channels you may wish to create and keep track of the players you game with.

Select the Party Channel to invite players to your party and change the party settings. You can have up to 32 players in your party and maintain a voice channel for everyone to socialize in while you play. This party does not mean that you can all play together at once, but you can at least continue chatting with each other.

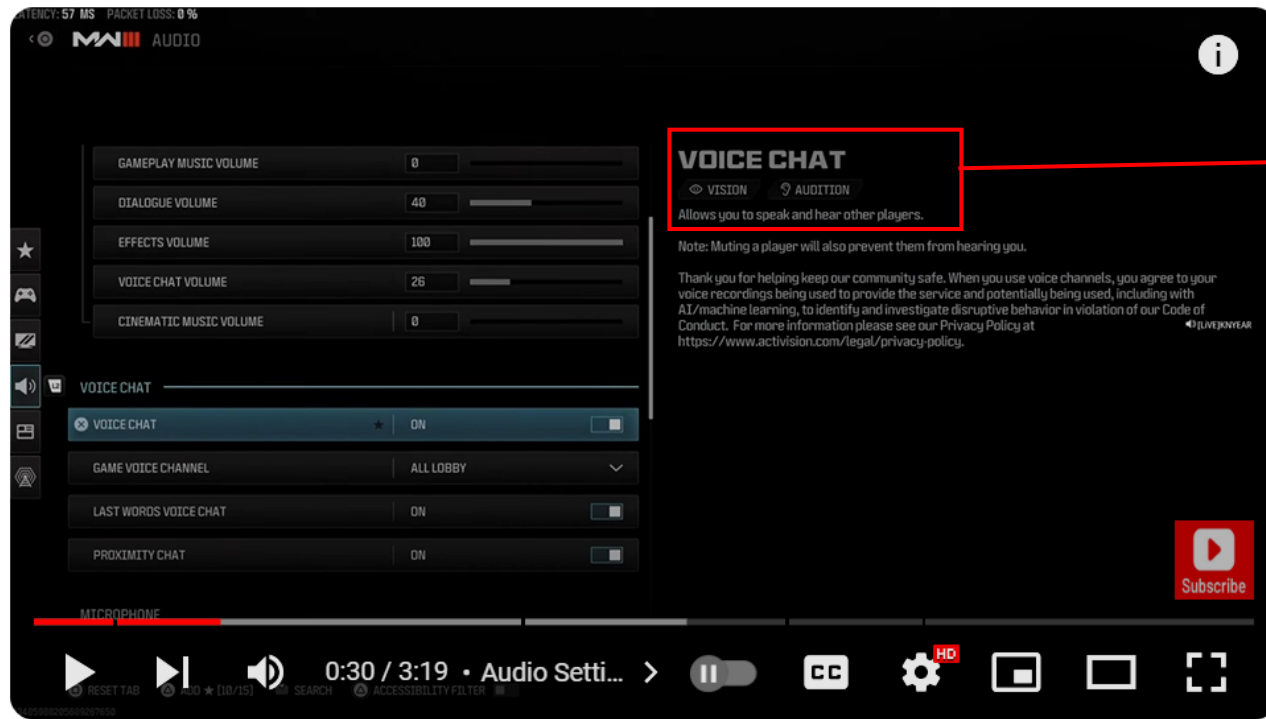
Source: <https://www.callofduty.com/guides/getting-started/call-of-duty-modern-warfare-iii-play-guides-getting-started-guide>



media system

Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 0:17 (annotated)

Exhibit B to the Complaint



digital
media file

Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 0:30 (annotated)

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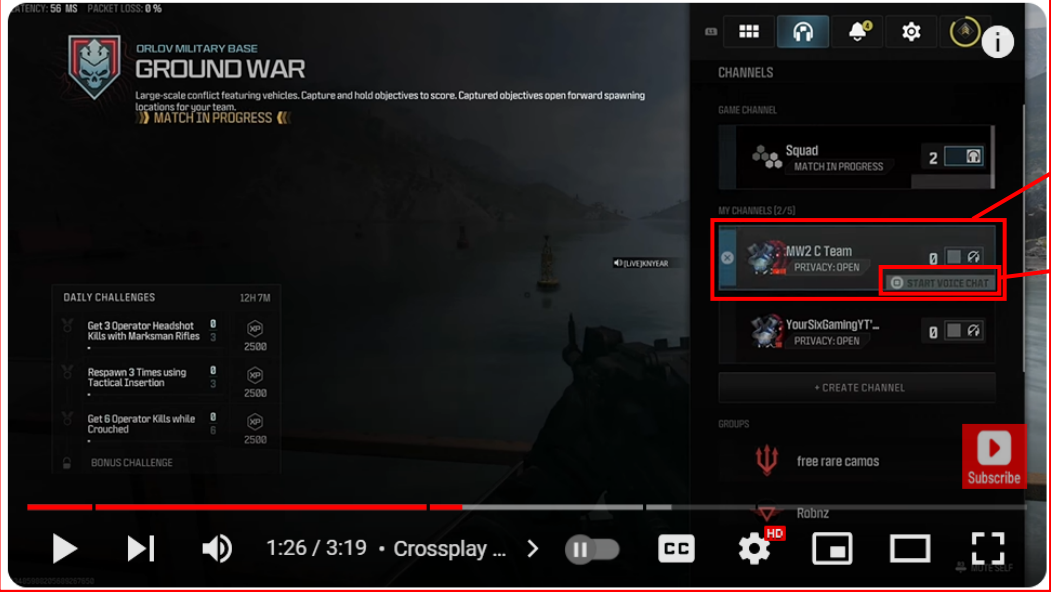
	 <p>The screenshot shows a YouTube video player with a game interface. The game is titled 'GROUND WAR' and is set in 'ORLOV MILITARY BASE'. The interface includes a 'DAILY CHALLENGES' section on the left, a 'MATCH IN PROGRESS' indicator, and a 'CHANNELS' section on the right. The 'CHANNELS' section lists 'Squad' and 'MW2 C Team'. A red box highlights the 'MW2 C Team' channel, and a red arrow points to it with the text 'digital media file transfers and displays on the media system'. Another red arrow points to the 'Subscribe' button with the text 'media system'. A third red arrow points to the top right corner of the video player with the text 'wireless mobile device'.</p> <p>Source: https://www.youtube.com/watch?v=FQNQUfAFVuE at 1:26 (annotated)</p> <p>Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.</p>
<p>[24] The method of claim 22, wherein the transmission of the at least one digital media file from the wireless mobile device to the media system</p>	<p>Company performs and/or induces others to perform the step of transmission of the at least one digital media file from the wireless mobile device to the media system completely bypasses the security measure.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, the player's PC or laptop ("media system") and the friend's PC or laptop ("wireless mobile device") are not required to input the email and password ("security measure") every time they communicate. Instead, the email and password input are necessary during the initial connection process, and thereafter, the platforms automatically exchange data without requiring users to re-enter the email and password. The friend's PC or laptop transmits the voice chats to the player's PC or laptop ("bypass the security measure"). Therefore, upon information and belief, the channel created between the player's PC or laptop and the friend's PC or laptop bypass the security measure.</p>

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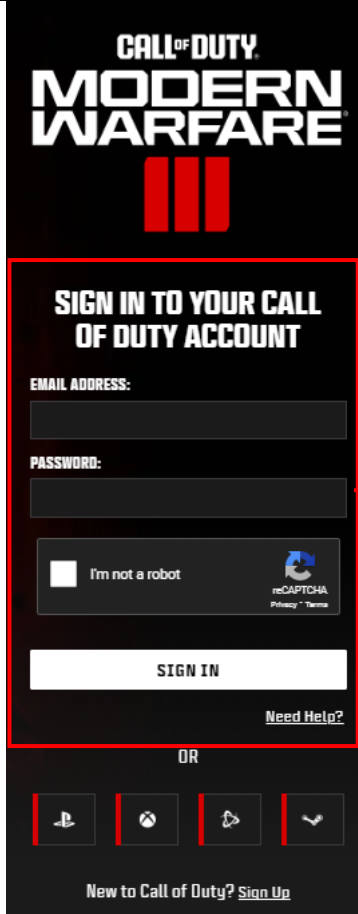
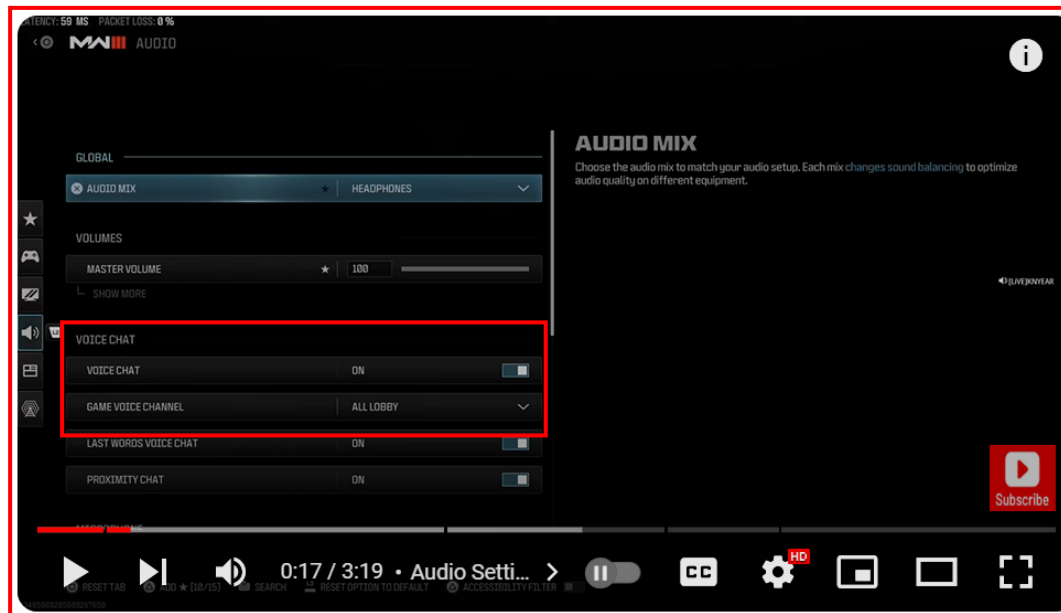
<p>completely bypasses the security measure.</p>	<div data-bbox="426 240 781 1149"><p>The image shows the login screen for Call of Duty Modern Warfare III. At the top, the title 'CALL OF DUTY MODERN WARFARE III' is displayed in white and red. Below this, a red rectangular box highlights the login section, which includes the text 'SIGN IN TO YOUR CALL OF DUTY ACCOUNT', an 'EMAIL ADDRESS:' label with a text input field, a 'PASSWORD:' label with a text input field, a checkbox labeled 'I'm not a robot' next to a reCAPTCHA logo, a 'SIGN IN' button, and a 'Need Help?' link. Below the red box, the word 'OR' is centered, followed by four platform icons (PlayStation, Xbox, Steam, and a fourth icon). At the bottom, it says 'New to Call of Duty? Sign Up'.</p></div> <p data-bbox="877 730 1050 836">security measure of media system</p> <p data-bbox="426 1153 1848 1258">Source: https://profile.callofduty.com/cod/login?redirectUrl=https%3A%2F%2Fwww.callofduty.com%2F&promo=jpt (annotated)</p>
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Exhibit B to the Complaint

Moving over in the navigation panel is a tab called Channels. This is another social tool that you and your friends can use to access and manage your party and other Social channels you may wish to create and keep track of the players you game with.

Select the Party Channel to invite players to your party and change the party settings. You can have up to 32 players in your party and maintain a voice channel for everyone to socialize in while you play. This party does not mean that you can all play together at once, but you can at least continue chatting with each other.

Source: <https://www.callofduty.com/guides/getting-started/call-of-duty-modern-warfare-iii-play-guides-getting-started-guide>



media system

Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 0:17 (annotated)

Exhibit B to the Complaint

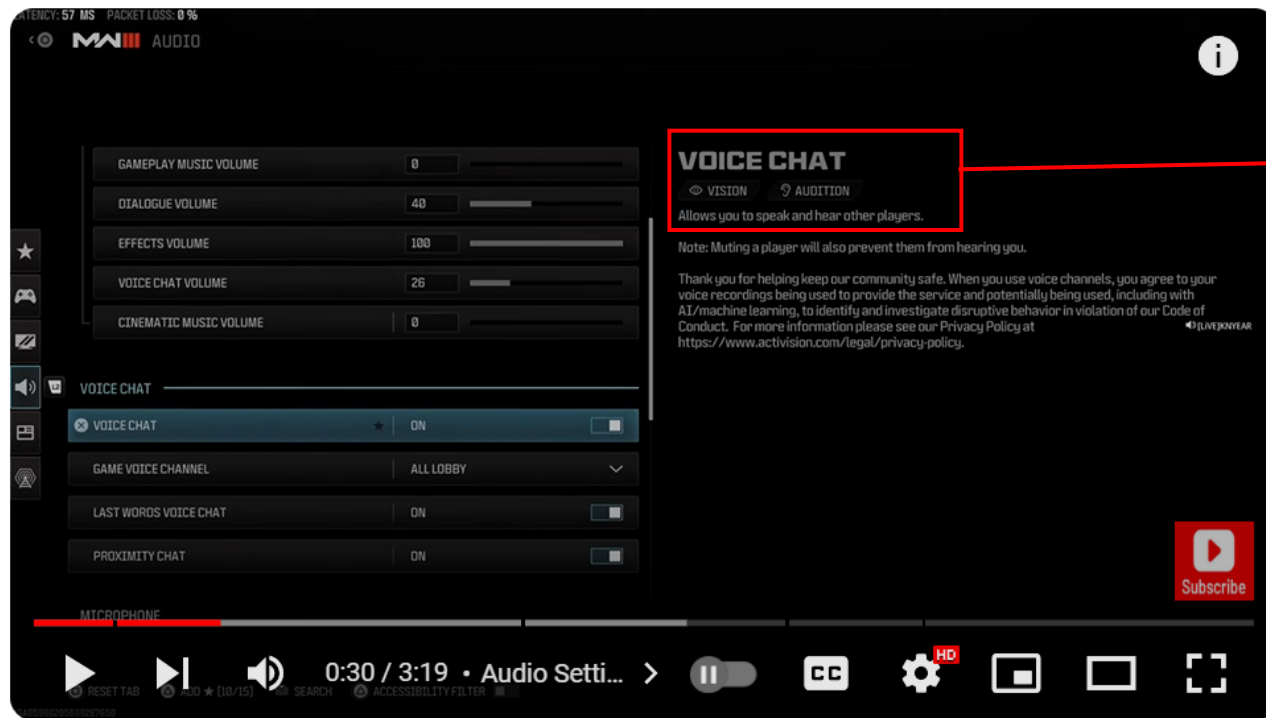
digital
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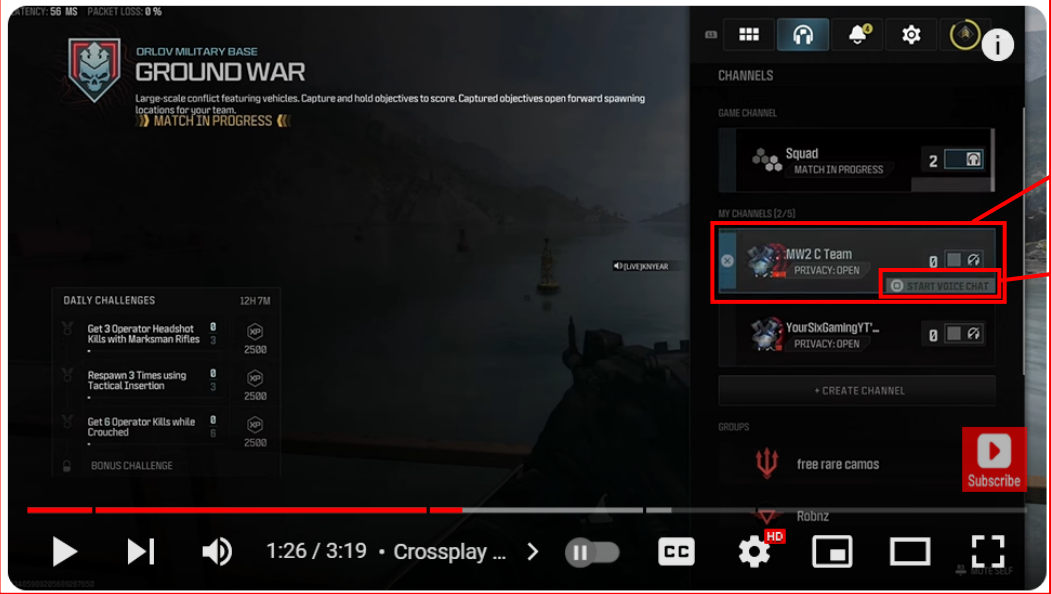
	 <p>Source: https://www.youtube.com/watch?v=FQNQUfAFVuE at 1:26 (annotated)</p> <p>Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.</p>
<p>[27] The method of claim 22, wherein the communication link is at least one of a peer-to-peer connection, bluetooth connection,</p>	<p>Company performs and/or induces others to perform the step of the communication link is at least one of a peer-to-peer connection, bluetooth connection, and a WiFi connection.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, the friend's PC or laptop transmits the voice chats to the player's PC or laptop using the wireless internet connection ("WiFi connection").</p>

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<p>and a WiFi connection.</p>	<p>The following system specifications for <i>Call of Duty®: Modern Warfare® III</i> refer to desktop PCs. While some laptop PCs use graphics cards that align with the requirements below, they can be different models and are therefore not supported. Be sure to reference your PC owner's manual if you are unsure about your PC's specifications.</p> <p>All specifications below require a broadband internet connection and DirectX 12 compatibility.</p> <p>Specs are valid for product at launch and may be updated in the future. Additional storage space may be required for mandatory game updates.</p> <p>Source: https://support.activision.com/modern-warfare-iii/articles/pc-system-requirements-for-modern-warfare-iii</p>
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If you're having trouble connecting to *Call of Duty: Modern Warfare III*, you should first check ***Call of Duty: Modern Warfare III Server Status***.

If the status indicator for your platform is not green or an alert is present, you might encounter connectivity issues until service is restored and fully operational.

However, if the status indicator is green and no alerts are posted, several other factors could be affecting the quality of your connection.

We strongly recommend using a wired Ethernet connection during online gameplay. A wired connection will allow your system to achieve optimal performance when playing an online game. Wi-Fi connections have a wide variance in reliability and bandwidth, and can dramatically affect the quality of online gameplay. Wired Ethernet connections will maintain the minimum bandwidth connection that is required for online gaming.

Source: <https://support.activision.com/modern-warfare-iii/articles/connecting-to-modern-warfare-iii>

The following tests require you to log in to the router on your home network to troubleshoot your network. You will need your router's login credentials to proceed. If you do not know your router's login credentials, you will need to contact your Internet Service Provider.

These tests refer to options that are typically found in a router's menu. If you cannot find what you're looking for, please refer to your router's manual.

You may not need to perform all of these tests, so be sure to test the game after attempting each one.

If you are on an institutional (school), corporate, or another shared network, please refer to your network administrator for further assistance.

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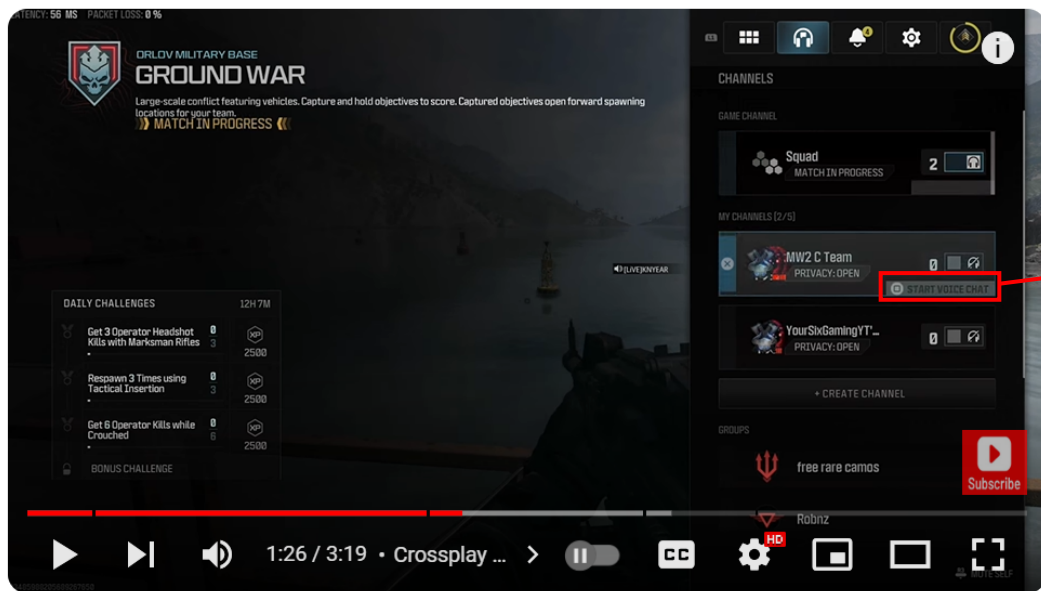
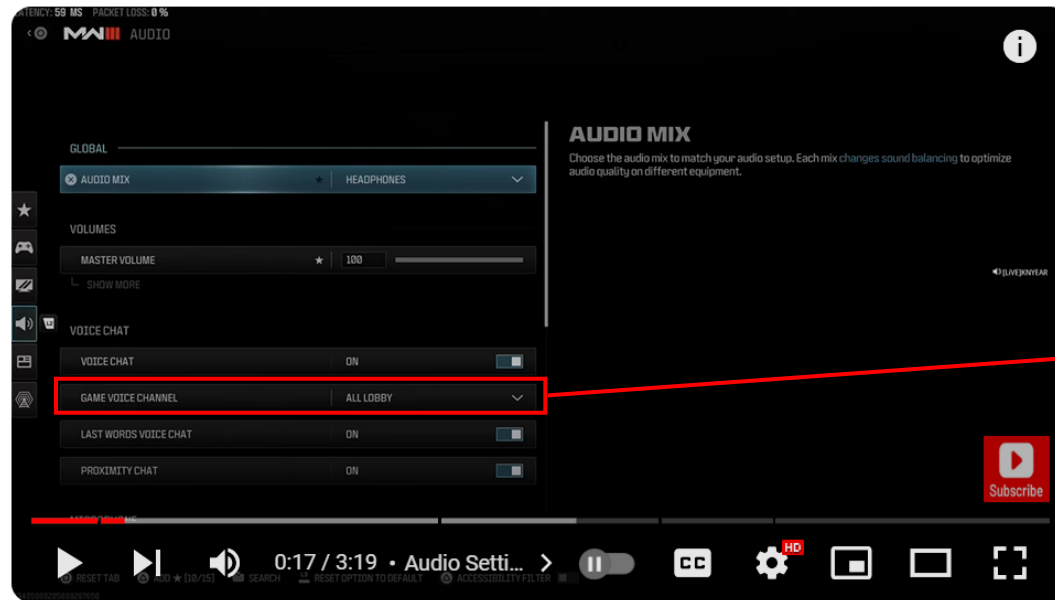
		<p>Source: https://support.activision.com/modern-warfare-iii/articles/connecting-to-modern-warfare-iii</p> <p>Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.</p>
[29]	<p>The method of claim 22, further comprising presenting the at least one digital media file on a display.</p>	<p>Company performs and/or induces others to perform the step of presenting the at least one digital media file on a display.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, the player's PC or laptop plays and displays ("presenting") the received voice chats ("digital media file").</p> <div data-bbox="436 647 1470 1234">  <p>The screenshot shows a first-person view of a player in a dark, industrial environment. On the left, there are 'DAILY CHALLENGES' with tasks like 'Get 3 Operator Headshot Kills with Marksmen Rifles' and 'Respawn 3 Times using Tactical Insertion'. On the right, there's a 'CHANNELS' panel showing a 'Squad' channel with 2 members and 'MY CHANNELS' with 'MW2 C Team' and 'YourSixGamingYT'. A red box highlights the 'START VOICE CHAT' button next to the 'MW2 C Team' channel. A red arrow points from this button to the text 'presenting the at least one digital media file on the media system'.</p> </div> <p>Source: https://www.youtube.com/watch?v=FQNQUfAFVuE at 1:26 (annotated)</p>

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	<p>The following system specifications for <i>Call of Duty®: Modern Warfare® III</i> refer to desktop PCs. While some laptop PCs use graphics cards that align with the requirements below, they can be different models and are therefore not supported. Be sure to reference your PC owner's manual if you are unsure about your PC's specifications.</p> <p>All specifications below require a broadband internet connection and DirectX 12 compatibility.</p> <p>Specs are valid for product at launch and may be updated in the future. Additional storage space may be required for mandatory game updates.</p> <p>Source: https://support.activision.com/modern-warfare-iii/articles/pc-system-requirements-for-modern-warfare-iii</p> <p>Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.</p>
<p>[30] The method of claim 22, wherein the at least one digital media file is provided by the wireless mobile device.</p>	<p>Company performs and/or induces others to perform the step of at least one digital media file is provided by the wireless mobile device.</p> <p>This element is infringed literally, or in the alternative, under the doctrine of equivalents.</p> <p>For example, the friend's PC or laptop ("wireless mobile device") transmits the voice chats ("at least one digital media file") to the player's PC or laptop.</p> <div data-bbox="436 1154 1535 1448" style="background-color: black; color: white; padding: 10px;"> <p>Moving over in the navigation panel is a tab called Channels. This is another social tool that you and your friends can use to access and manage your party and other Social channels you may wish to create and keep track of the players you game with.</p> <p>Select the Party Channel to invite players to your party and change the party settings. You can have up to 32 players in your party and maintain a voice channel for everyone to socialize in while you play. This party does not mean that you can all play together at once, but you can at least continue chatting with each other.</p> </div>

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Source: <https://www.callofduty.com/guides/getting-started/call-of-duty-modern-warfare-iii-play-guides-getting-started-guide>



wireless mobile
device

Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 0:17 (annotated)

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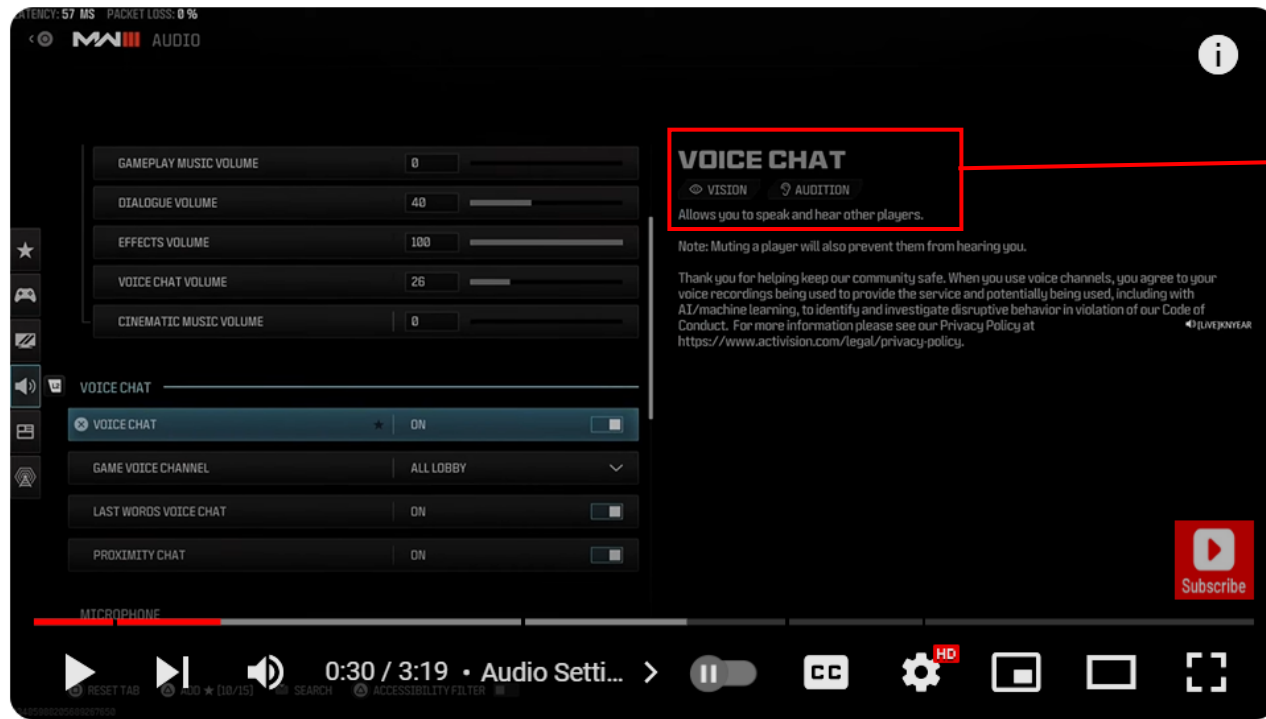
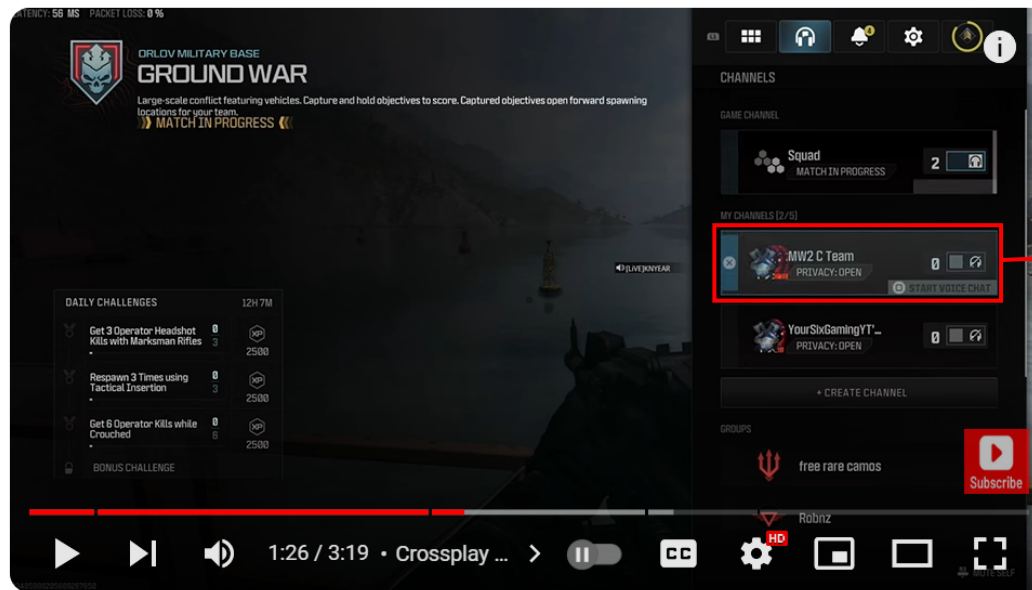
digital
media fileSource: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 0:30 (annotated)

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wireless mobile
device transfers
digital media file

Source: <https://www.youtube.com/watch?v=FQNQUfAFVuE> at 1:26 (annotated)

Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.

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2. List of References

1. <https://www.callofduty.com/>, last accessed on December 22, 2023.
2. <https://support.activision.com/modern-warfare-iii/articles/pc-system-requirements-for-modern-warfare-iii>, last accessed on December 22, 2023.
3. <https://support.activision.com/modern-warfare-iii/articles/connecting-to-modern-warfare-iii>, last accessed on December 22, 2023.
4. <https://www.callofduty.com/guides/getting-started/call-of-duty-modern-warfare-iii-play-guides-getting-started-guide>, last accessed on December 22, 2023.
5. <https://support.activision.com/articles/call-of-duty-voice-chat-moderation>, last accessed on December 22, 2023.
6. <https://profile.callofduty.com/cod/login?redirectUrl=https%3A%2F%2Fwww.callofduty.com%2F&promo=jpt>, last accessed on December 22, 2023.
7. <https://www.youtube.com/watch?v=FQNQUfAFVuE>, last accessed on December 22, 2023.